



 *not, none*
  *remove replace*
  **AND** *mandatory*

 **n** *Add*
  *Shift towards, becomes, causes...*

GOVERNMENT

Colonial Twilight - Graphical Player Aid - v3



Delphine Echassoux - 2017-2018




A Player may execute a Special Activity at any time immediately before, during, or immediately after its accompanying Operation (4.0). Limited Op: in just one location (2.3.4).



Operations


TRAIN (3.2.1)



> Add ALGERIAN cubes on the Map
> Build Support via Pacification
> Affect France / Border tracks
-2  /location

WHERE?  

IF **RECALL DE GAULLE** in play  1+  + 

up to 4 ALGERIAN  AND OR  coming from AVAILABLE then anywhere in ALGERIA. (1.4.1)

then **PACIFY** in one selected space (even Limited Operation) 

~~TEROR~~ → ~~TEROR~~ then shift 1 level towards  -2  /marker or level (even if Op was free)

OR



WHERE?  shift marker 1 box LEFT

OR





WHERE? IF **MOROCCO & TUNISIA INDEPENDENT**  shift marker 1 box DOWN

GARRISON (3.2.2)

> Move POLICE around Map
> Activate GUERRILLAS
-2  total

WHERE?  AND OR 

move up to 6 police between any # of selected spaces then in one selected space (whether or not police just moved in or out)

 AND OR   → 





Limited Op : may move from multiple spaces, but only one destination (2.3.4)

SWEEP (3.2.3)

> Move TROOPS around Map
> Activate GUERRILLAS
-2  /location

WHERE? ANYWHERE in ALGERIA **ADJACENT**




move any #Troops into adjacent selected spaces then in each selected space



 AND OR   → 




Limited Op : may move from multiple spaces, but only one destination (2.3.4)

ASSAULT (3.2.4)




Eliminate FLN Units
-2  /location

WHERE?  +  AND OR 

First ~~Black cube with A~~ then ~~Black cube~~ +1  / 

Full Scenario : Border Sectors before Independence  Troops only  AND OR  Border Sectors after MOROCCO & TUNISIA became INDEPENDENT

gvt cubes needed to activate or eliminate ONE FLN Enemy

 PLAIN  MOUNTAIN  rounded down




Special Activities

DEPLOY (4.2.1)

> Move FRENCH pieces among spaces
> Resettle Population in one Sector if MOBILIZATION has been played
3 spaces max

TRAIN




WHERE? among AVAILABLE and up to 3 selected spaces




move up to 6 FRENCH pieces  AND OR  AND OR 

Full Scenario : **MOBILIZATION** in Play

OR

WHERE? **RESETTLE in one Sector**

 OR  

 OR  

~~Support~~ ~~Utop~~ → Neutral + Resettled Sectors

GVT may GARRISON in Sector
FLN cannot EXTORT or TERROR in Sector

TROOP LIFT (4.2.2)

Mass quickly FRENCH TROOPS for an Operation
3 spaces max

TRAIN + GARRISON + SWEEP + ASSAULT



WHERE? ANYWHERE in ALGERIA

move any # of FRENCH Troops among any 3 ALGERIAN spaces
Certain Events may modify # troops or spaces



NEUTRALIZE (4.2.3)



Eliminate FLN units but lower Support
2 spaces max




GARRISON + SWEEP

WHERE?  + 

up to 2 enemies from among ALL selected spaces (2 max)



First ~~Black cube with A~~ then ~~Black cube~~ +1  / 



IF TORTURE in PLAY DUAL CAPABILITY -1  may remove 1 additional FLN unit (including ) in each selected space



then in each selected space, shift 1 level towards  If already  →  if none already in space

OAS (5.3.1)

Playable in place of a Special Activity
if **RECALL DE GAULLE** in PLAY
1 space max

WHERE? ONE space in ALGERIA  

=  AND 2x # = 

First ALL ~~Black cube with A~~ → AVAILABLE → CASUALTIES → AVAILABLE → prevent removal of  when no more and no (3.2.4 note)  in space

PIVOTAL EVENTS Chronology Coup d'Etat (may be played once per Campaign = series between Propaganda card) → Recall De Gaulle (cancelled by another Coup d'Etat) → O.A.S. (De Gaulle in Play)
Play replace current Event card (2.3.7) Mobilization → Morocco & Tunisia Independent [Mountain, Opposed, FLN Control. GVT pieces cannot enter. BORDER active] (5.1.8)

CAPABILITY(5.3) lasts for the rest of the Game unless cancelled by «CHANGE IN TACTICS». **MOMENTUM** (5.4) lasts until the next propaganda Card. Place markers on board as reminder.